

201910100311056  
Jonathan Richardo Goentoro  
Pendidikan Bahasa Inggris

# **EXPLORING VALORANT GAME IN IMPROVING ENGLISH LEARNERS' SPEAKING ABILITY: CAF FRAMEWORK**

**THESIS**



**By:**

**Jonathan Richardo Goentoro**

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**ENGLISH LANGUAGE EDUCATION DEPARTMENT  
FACULTY OF TEACHER TRAINING AND EDUCATION  
UNIVERSITY OF MUHAMMADIYAH MALANG**

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**2026**

**APPROVAL PAGE**

This thesis is written by Jonathan Richardo Goentoro and was approved on  
January 19, 2026.

By:

Advisor I,



Rafika Rabba Farah, M.Ed.

This thesis was defended in front of the examiners of the Faculty of Teacher  
Training and Education of University of Muhammadiyah Malang  
and accepted as one of the requirements to achieve  
Sarjana Degree in English Language Education  
on January 23, 2026.

Approved by:

Faculty of Teacher Training and Education  
University of Muhammadiyah Malang

Dean,

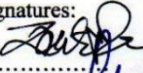
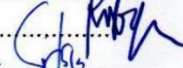



Dr. Moh. Mahfud Effendi, M.M.

Examiners:

1. Dr. Santi Prastiyowati, S.Pd., M.Ed
2. Kharisma Naidi W, M.Pd.
3. Rafika Rabba Farah, S.Pd., M.Ed

Signatures:

1. 
2. 
3. 

## MOTTOS AND DEDICATION

### MOTTOS

Game on

### DEDICATION

I dedicated this thesis to:

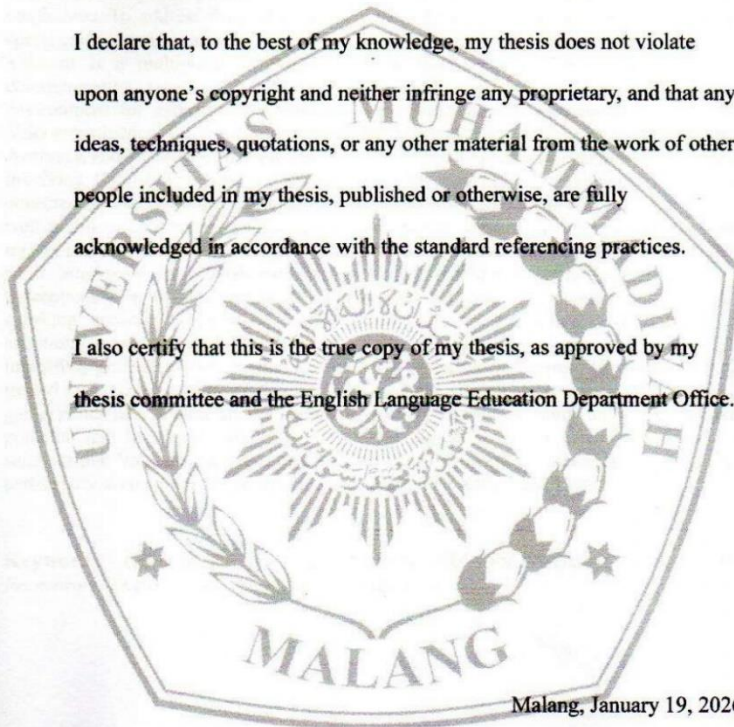
1. Allah subhanahu wata 'ala
2. Prophet Muhammad shalallahu alaihi wassalam
3. All the lecturers in the English Language Education Department.
4. My thesis advisor, Rafika Rabba Farah, M.Ed.
5. To my beloved friends.

**AUTHOR DECLARATION OF ORIGINALITY**

I hereby certify that the content of this thesis is the product of my own work and has not been submitted to any other University or Institution.

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Malang, January 19, 2026



Jonathan Richardo Goentoro

## EXPLORING VALORANT GAME IN IMPROVING ENGLISH LEARNERS' SPEAKING ABILITY: CAF FRAMEWORK

### ABSTRACT

In the context of globalization, English speaking ability has become a crucial skill for academic and professional success. However, many English learners continue to experience difficulties in speaking due to linguistic limitations—such as grammar, vocabulary, and pronunciation—as well as psychological factors including anxiety and low confidence. To address these challenges, this study explores the use of digital games, specifically *Valorant*, as an alternative medium for improving learners' speaking ability. *Valorant* is a multiplayer online first-person shooter game that requires real-time communication, teamwork, and strategic interaction, making it a potentially effective environment for authentic language use. This study aims to investigate how playing *Valorant* influences English learners' speaking ability as analyzed through the Complexity, Accuracy, and Fluency (CAF) framework. A mixed-method research design was employed, involving English Language Education university students as participants. Data were collected through recorded gameplay sessions conducted five times within one month, as well as follow-up interviews. The participants' spoken interactions during gameplay were transcribed and analyzed quantitatively using CAF measurements, while qualitative data from interviews were analyzed thematically to capture learners' experiences and perceptions. The findings indicate that playing *Valorant* contributes positively to learners' speaking accuracy, suggesting that repeated exposure to authentic communicative situations supports grammatical development. Complexity showed a slight improvement, indicating gradual growth in the use of varied linguistic structures. However, fluency tended to decrease, possibly due to the fast-paced and cognitively demanding nature of the game, which may disrupt smooth speech production. Overall, the study highlights both the potential and limitations of using competitive digital games in language learning. It suggests that *Valorant* can serve as a supplementary tool for enhancing speaking ability, particularly accuracy, when combined with appropriate instructional support.

**Keywords:** *Game-Based Language Learning, Valorant, Speaking Ability, CAF Framework, English as a Foreign Language (EFL)*

MALANG

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PENDIDIKAN BAHASA INGGRIS  
english.umm.ac.id | b.inggris@umm.ac.id

### LEMBAR HASIL CEK PLAGIASI

Koordinator Plagiasi Program Studi Pendidikan Bahasa Inggris FKIP UMM menyatakan bahwa:

\*Nama : Jonathan Richardo G

\*NIM : 201910100311056

Telah melakukan uji kesamaan Karya Ilmiah dalam bentuk Tugas Akhir (Skripsi) dengan hasil sebagai berikut:

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*Visi: Menjadi Prodi yang terkemuka di tingkat internasional dalam penyelenggaraan Pendidikan Bahasa Inggris berdasarkan nilai-nilai keprofesionalan dan ke-Islaman.*

**Kampus I**

Jl. Bandung 1 Malang, Jawa Timur  
P: +62 341 551 203 (Hunting)  
F: +62 341 460 435

**Kampus II**

Jl. Bendungan Sutarni No 188 Malang, Jawa Timur  
P: +62 341 551 148 (Hunting)  
F: +62 341 582 060

**Kampus III**

Jl. Raya Togomas No.246 Malang, Jawa Timur  
P: +62 341 464 318 (Hunting)  
F: +62 341 460 435  
E: webmaster@umm.ac.id

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Finally, the researcher hopes this thesis can be useful for the readers, especially for the world of education.

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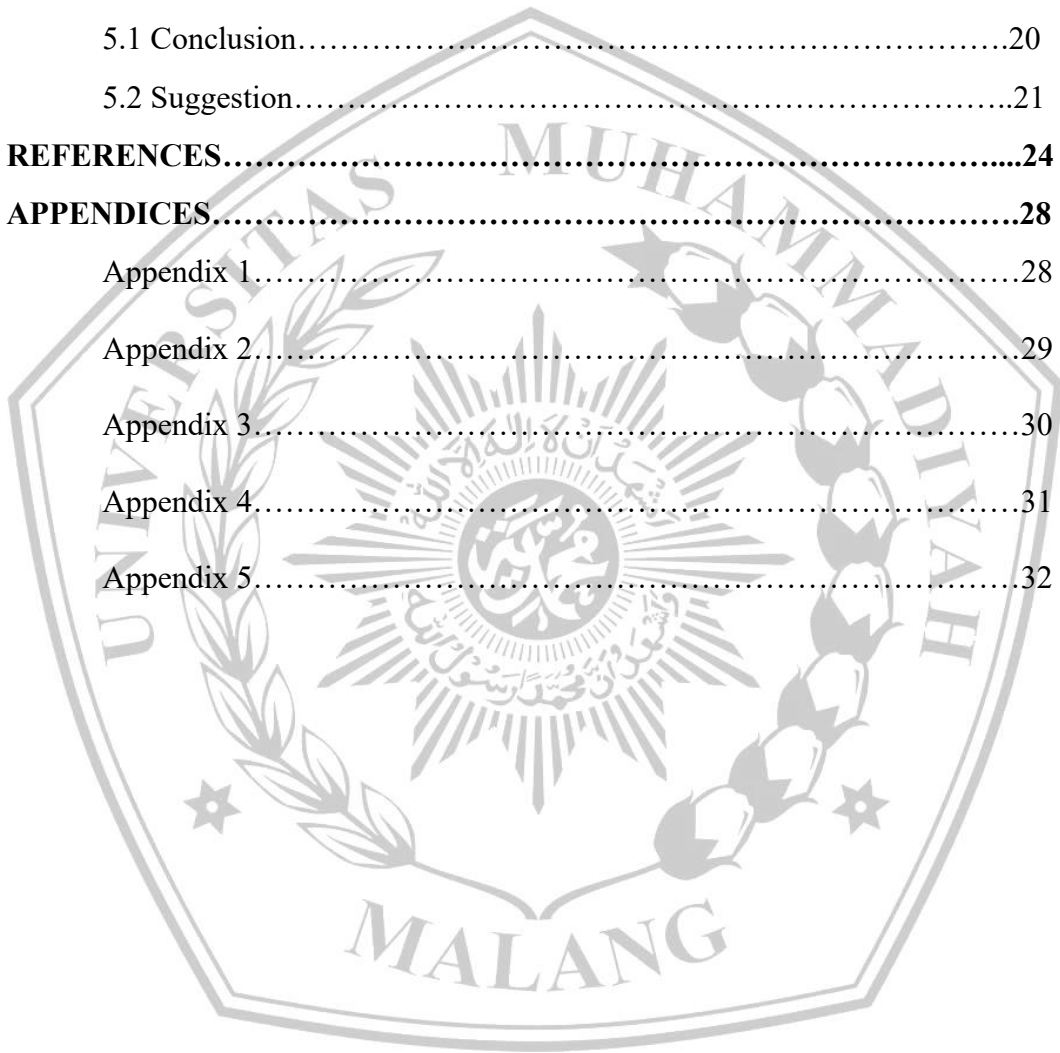
Researcher,

Jonathan Richardo Goentoro

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